HOW TO MAKE YOUR LAYOUT PHOTOS BETTER PART 4

ADDING SMOKE, STEAM & SKY

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LSR Division 3

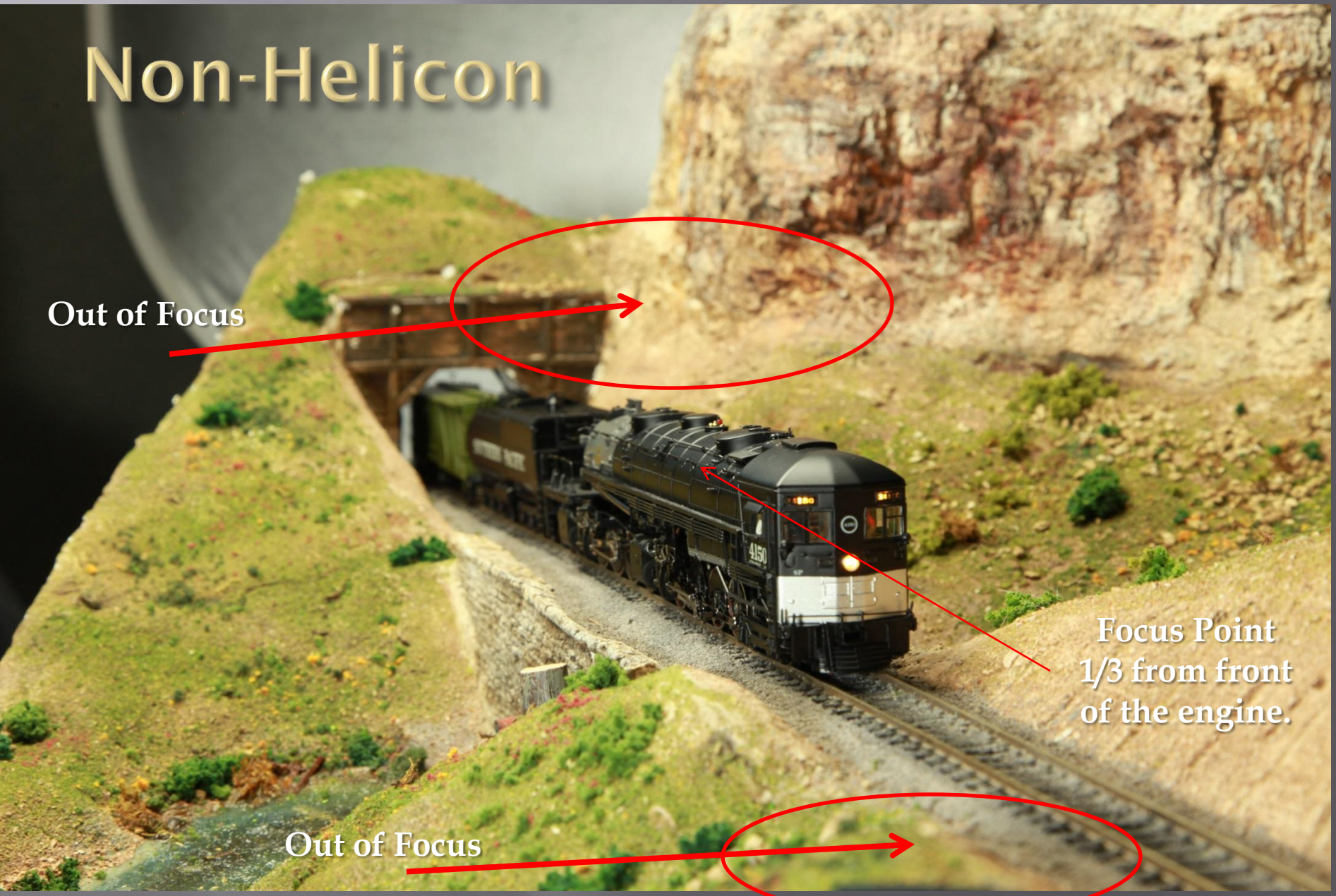
Comparison using Helicon
Both Images shot using f-11

NON-HELICON

HELICON USED

Review

Non-Helicon

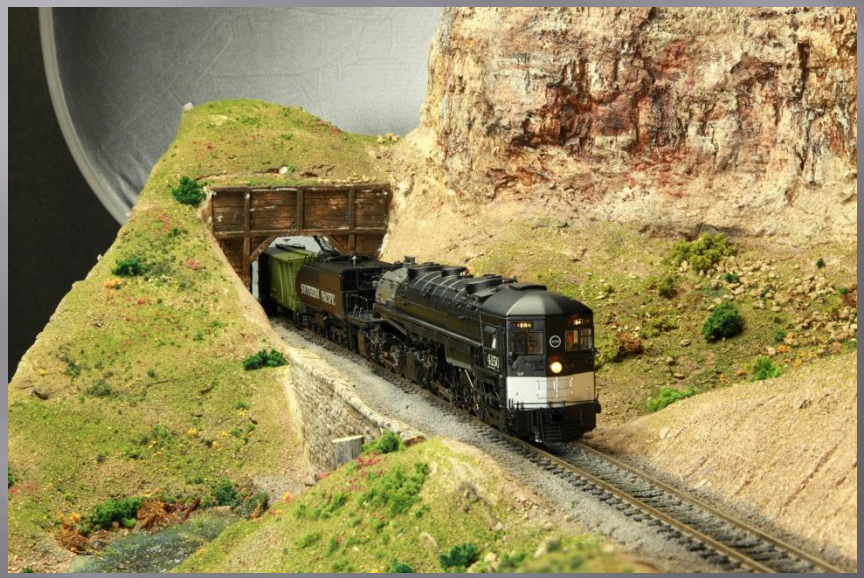

Out of Focus
Focus Point
1/3 from front
of the engine.
Out of Focus

Using Helicon

All in Focus:
Foreground to
Background

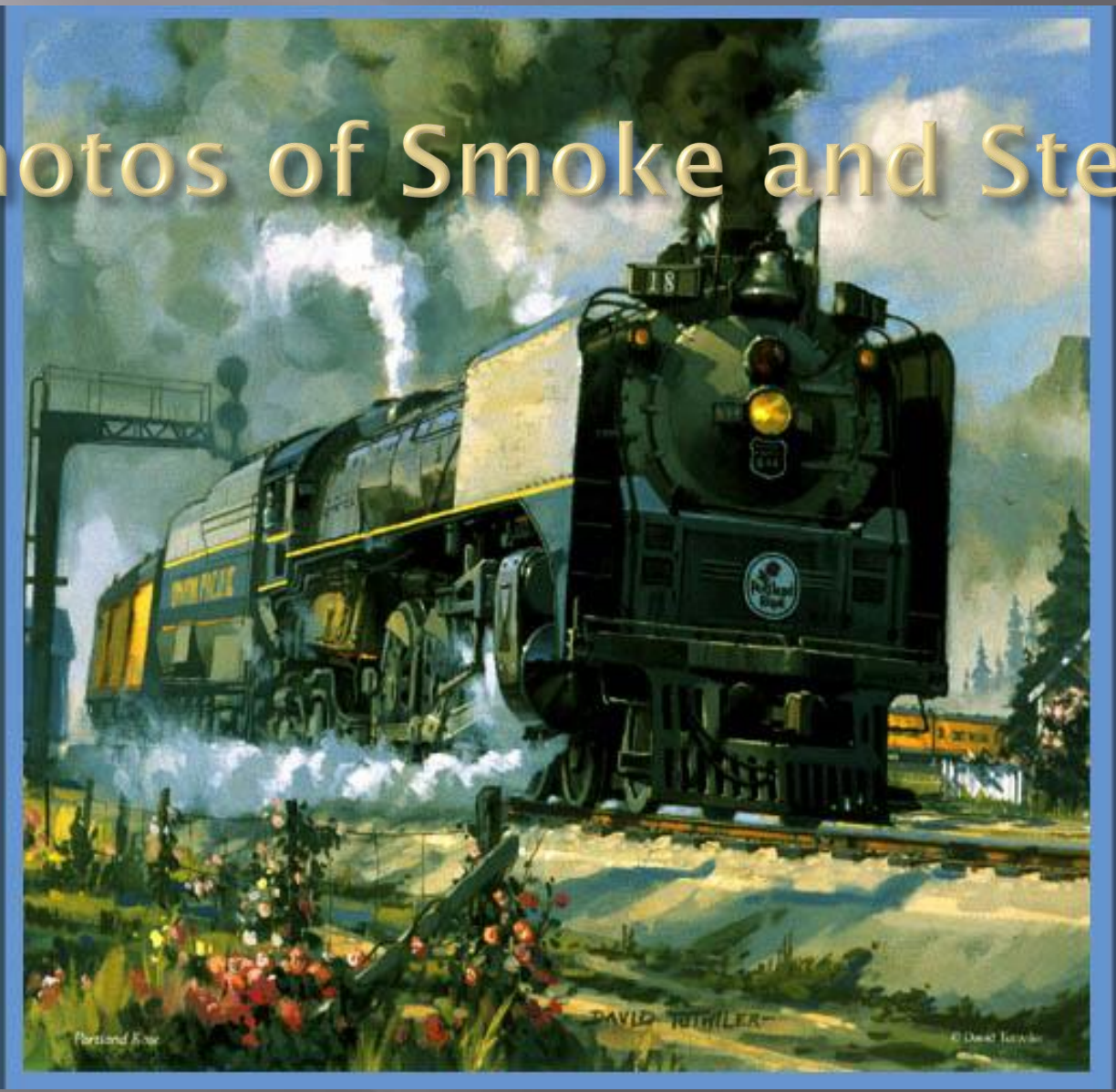
Before and After

AS PHOTOGRAPHED

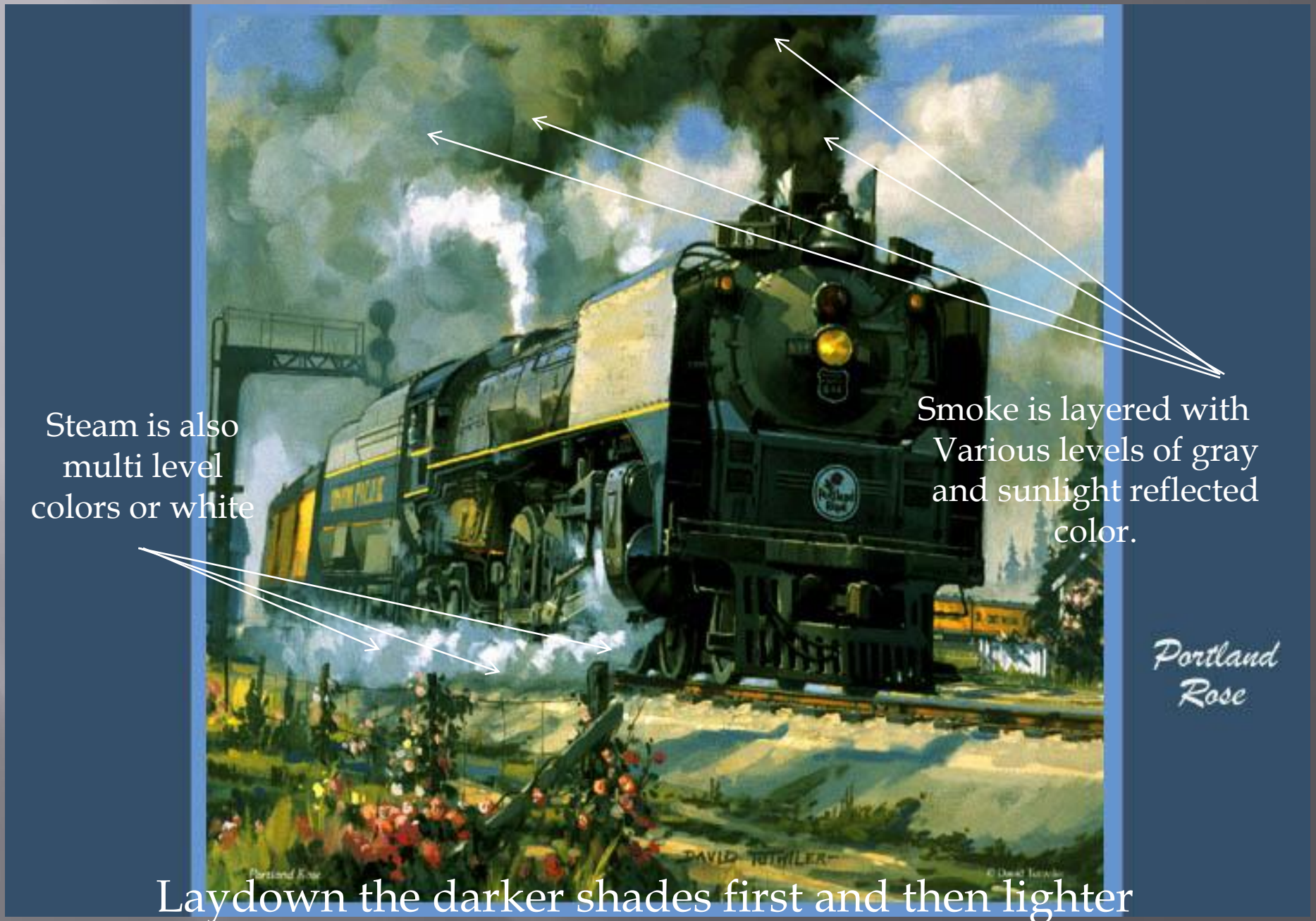


AFTER GIMP WORK

Photos of Smoke and Steam

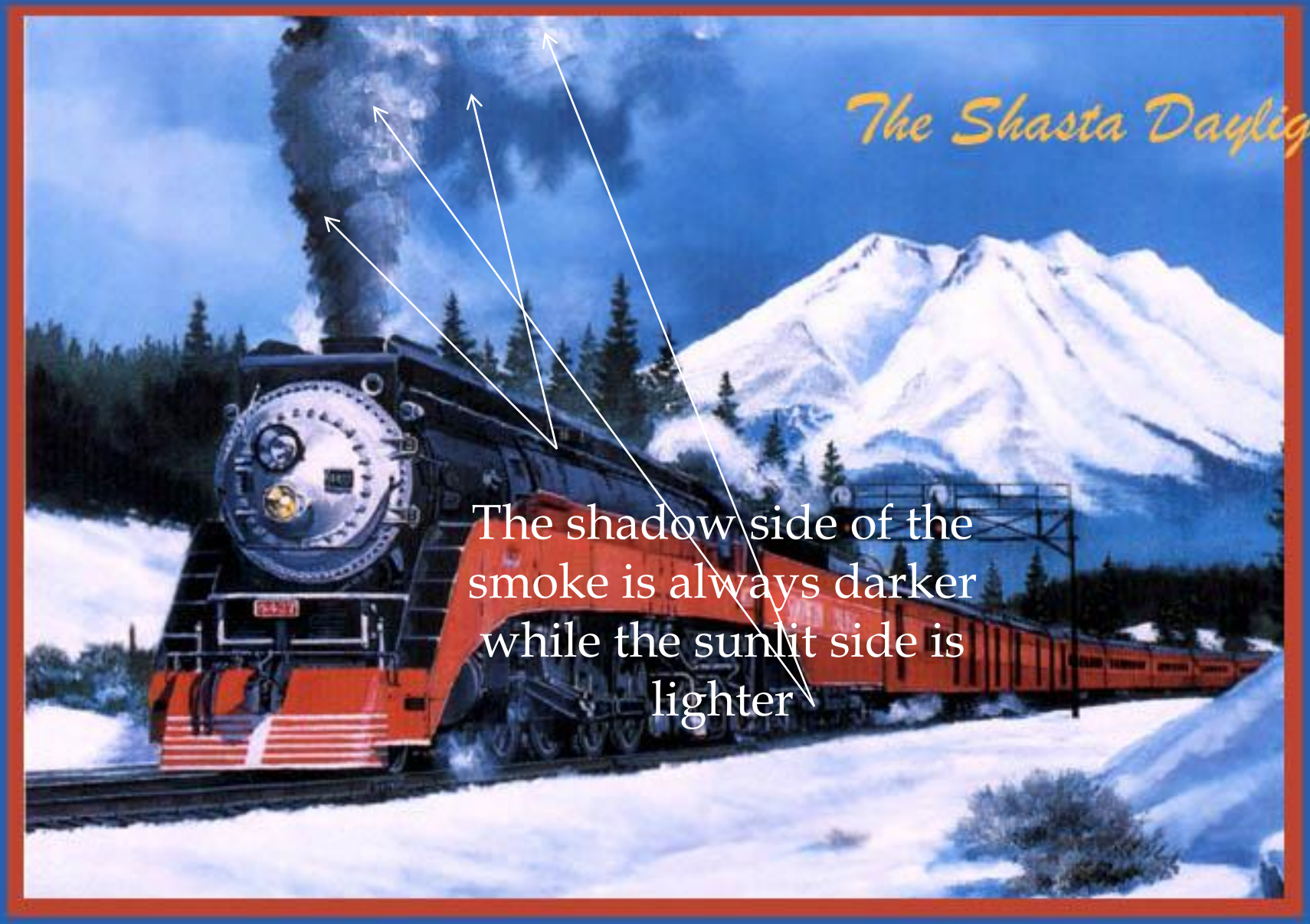


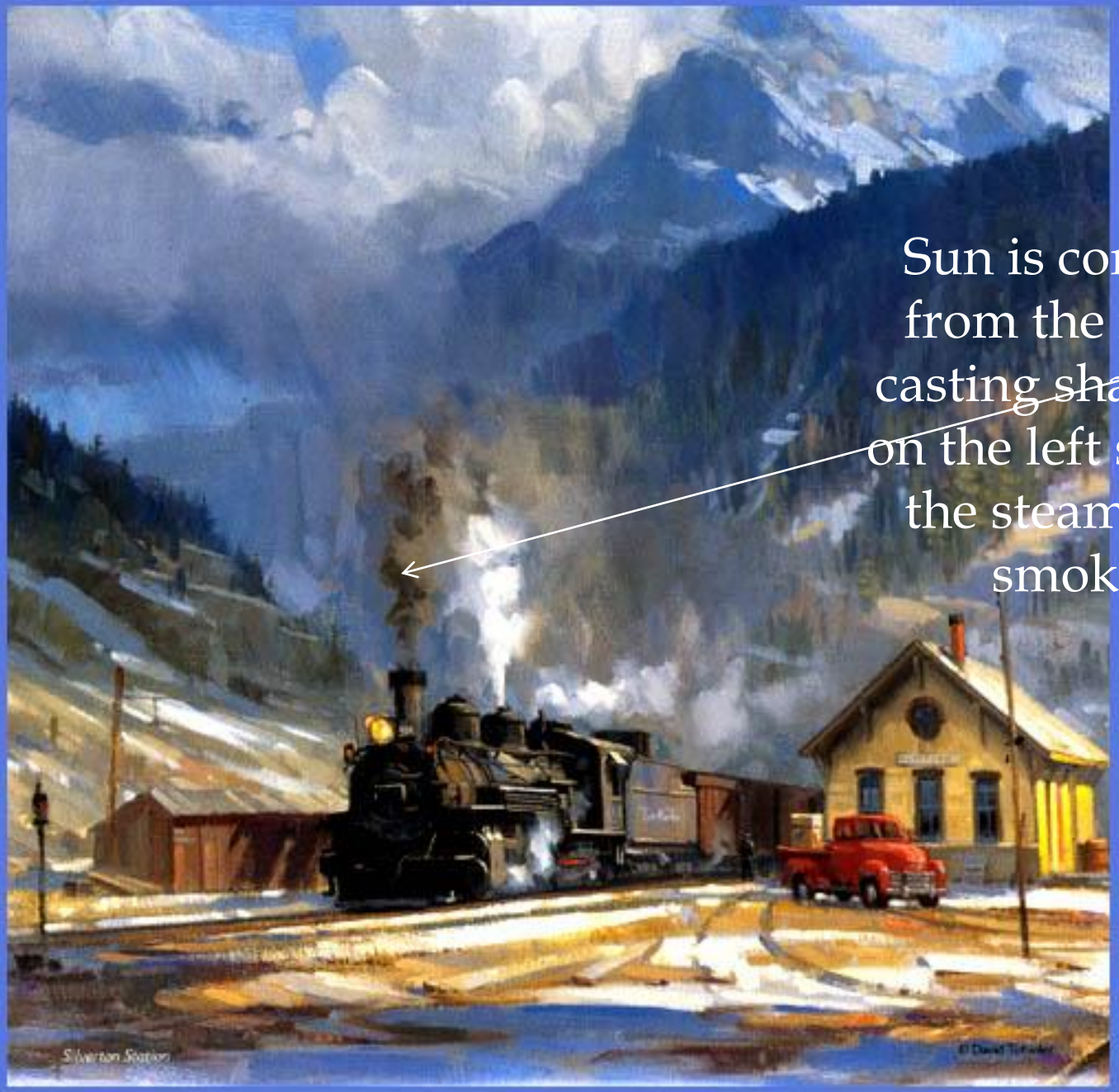
Portland Rose



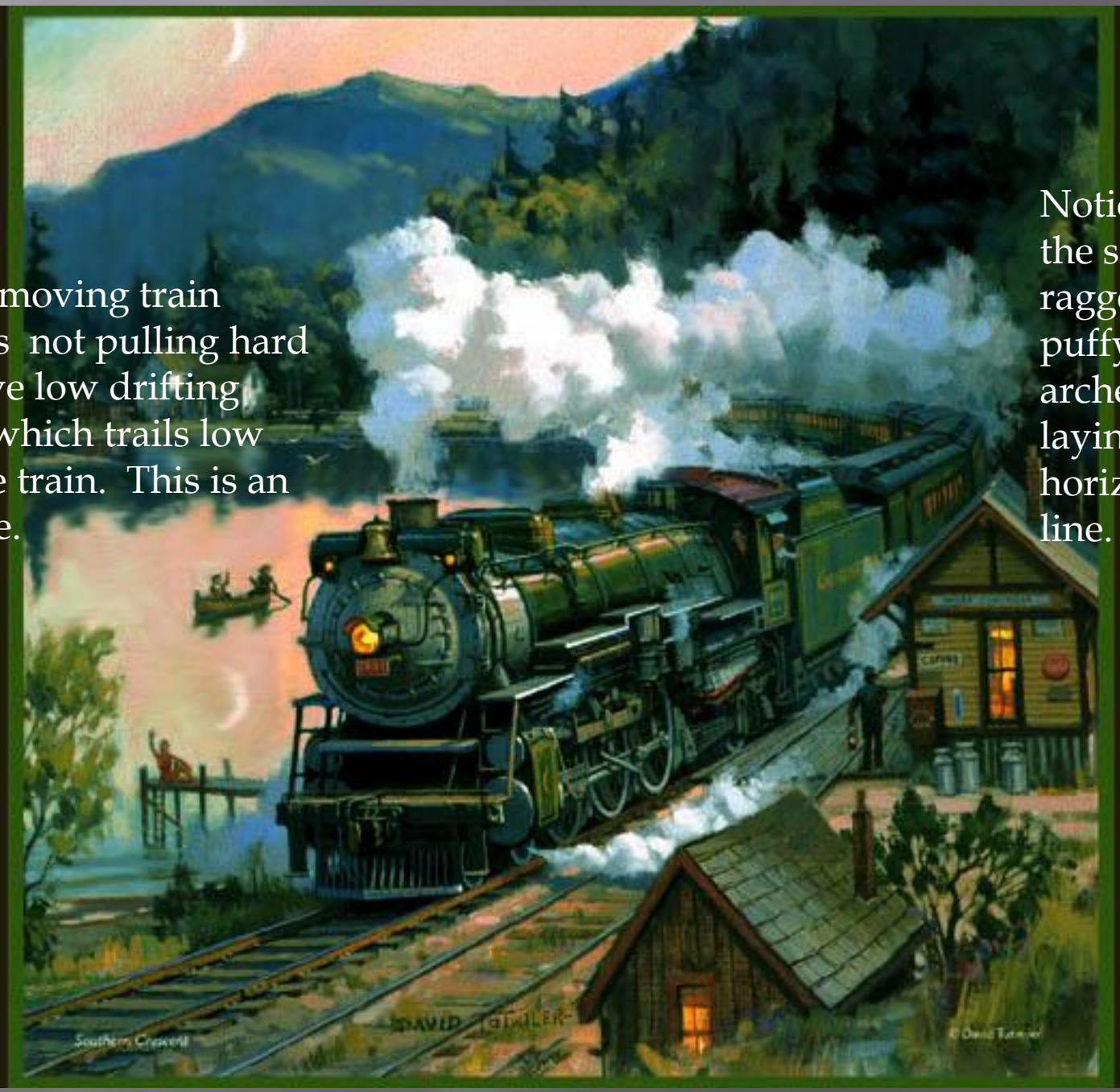
Laydown the darker shades first and then lighter shades as you progress toward the highlight shade.

Sunlight effecting the
color of the smoke


The Shasta Daylight
The shadow side of the smoke is always darker while the sunlit side is lighter

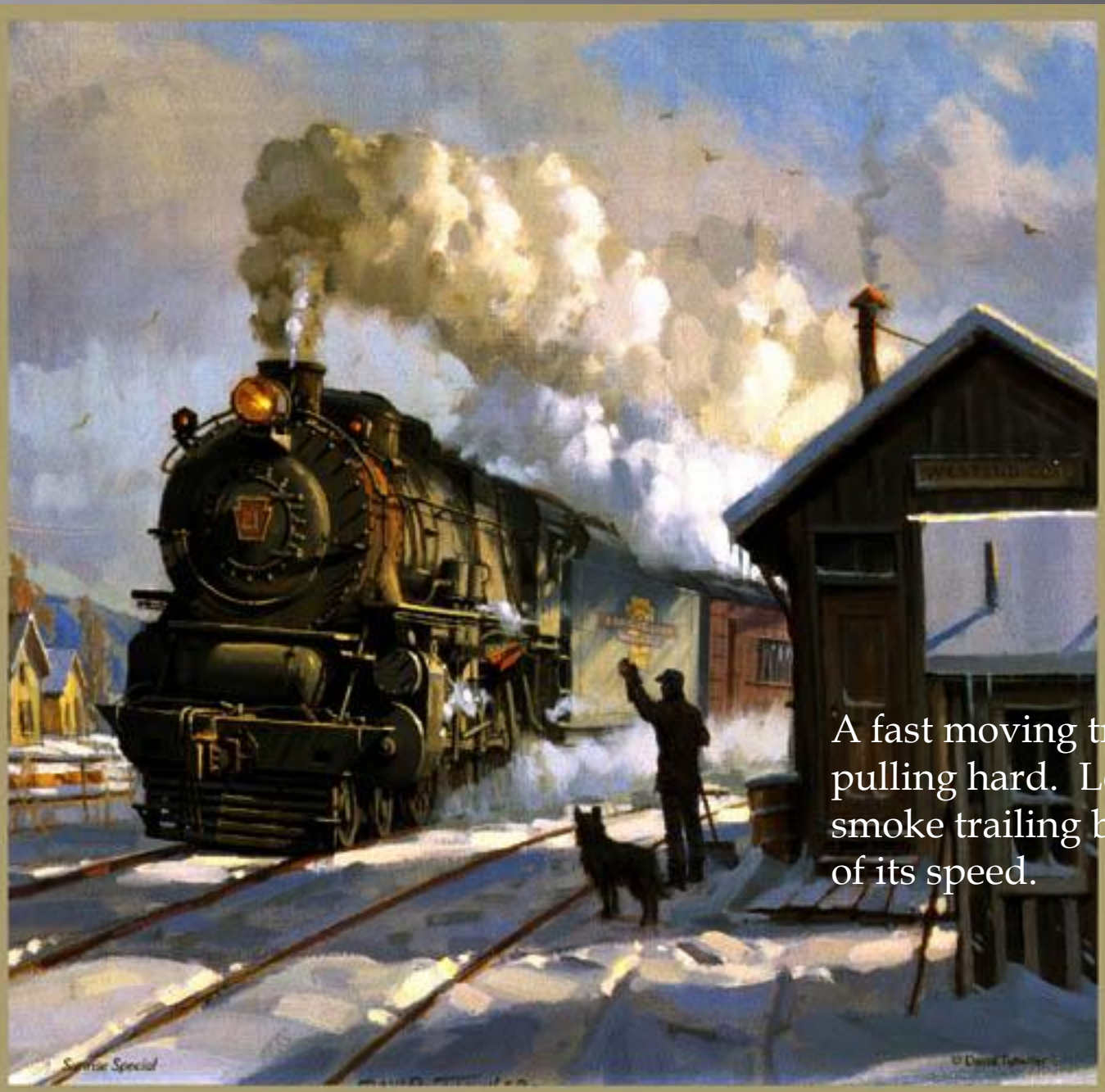

Sun is coming from the right casting shadows on the left side of the steam and smoke
Silverton Station

A slow moving train which is not pulling hard will have low drifting smoke which trails low over the train. This is an example.

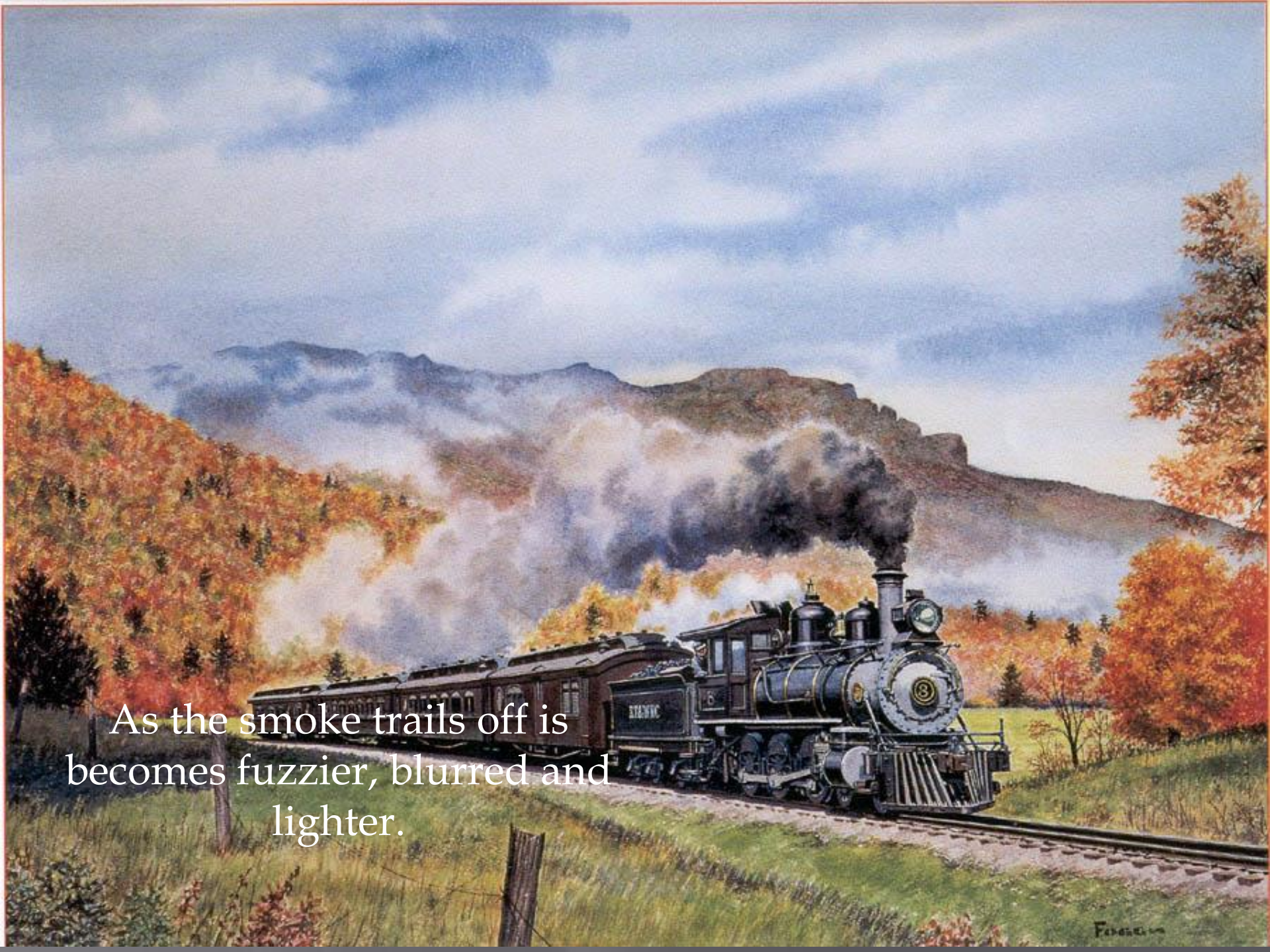


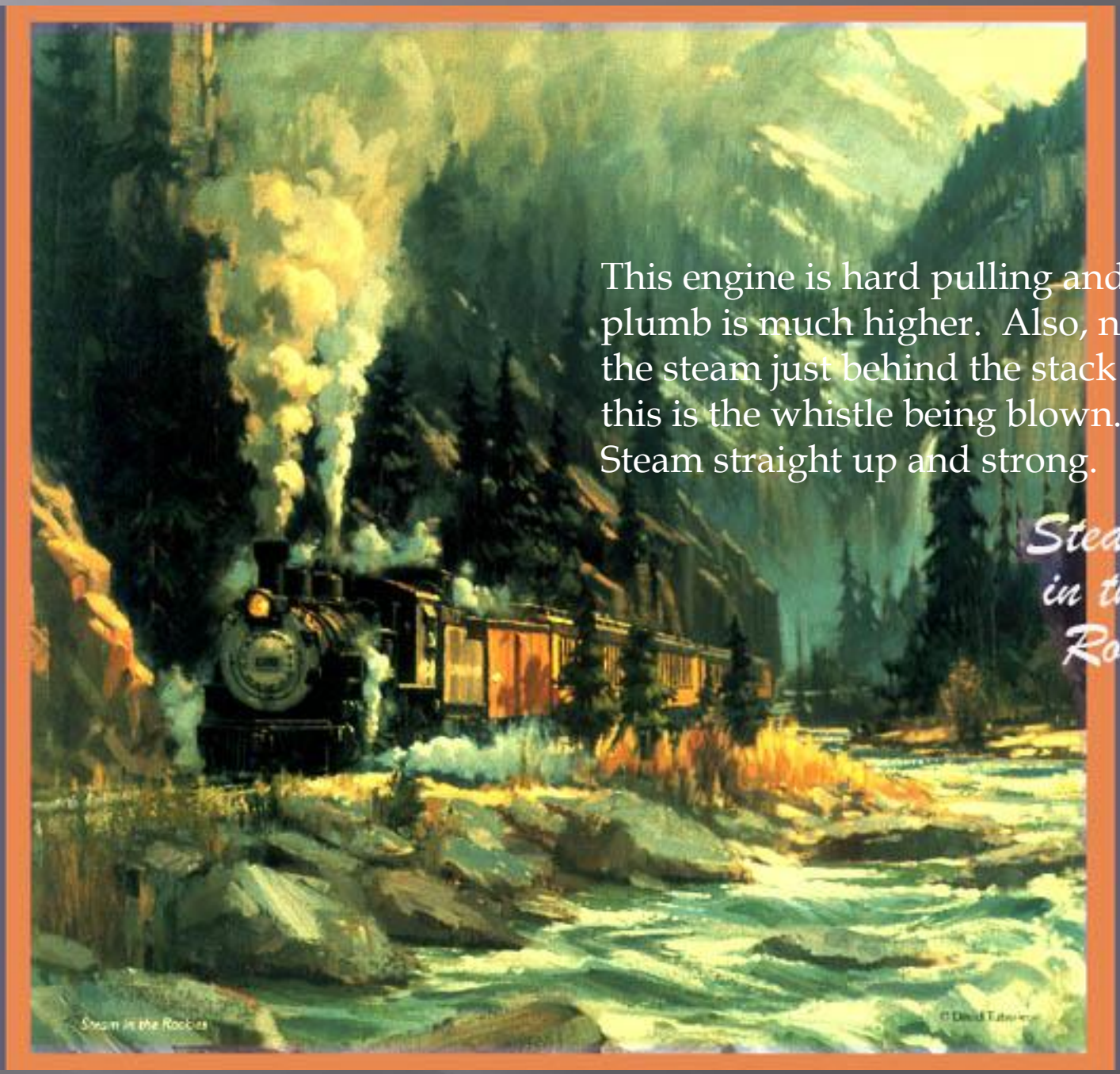
Notice how the smoke is ragged and puffy – not arched or laying in a horizontal line.

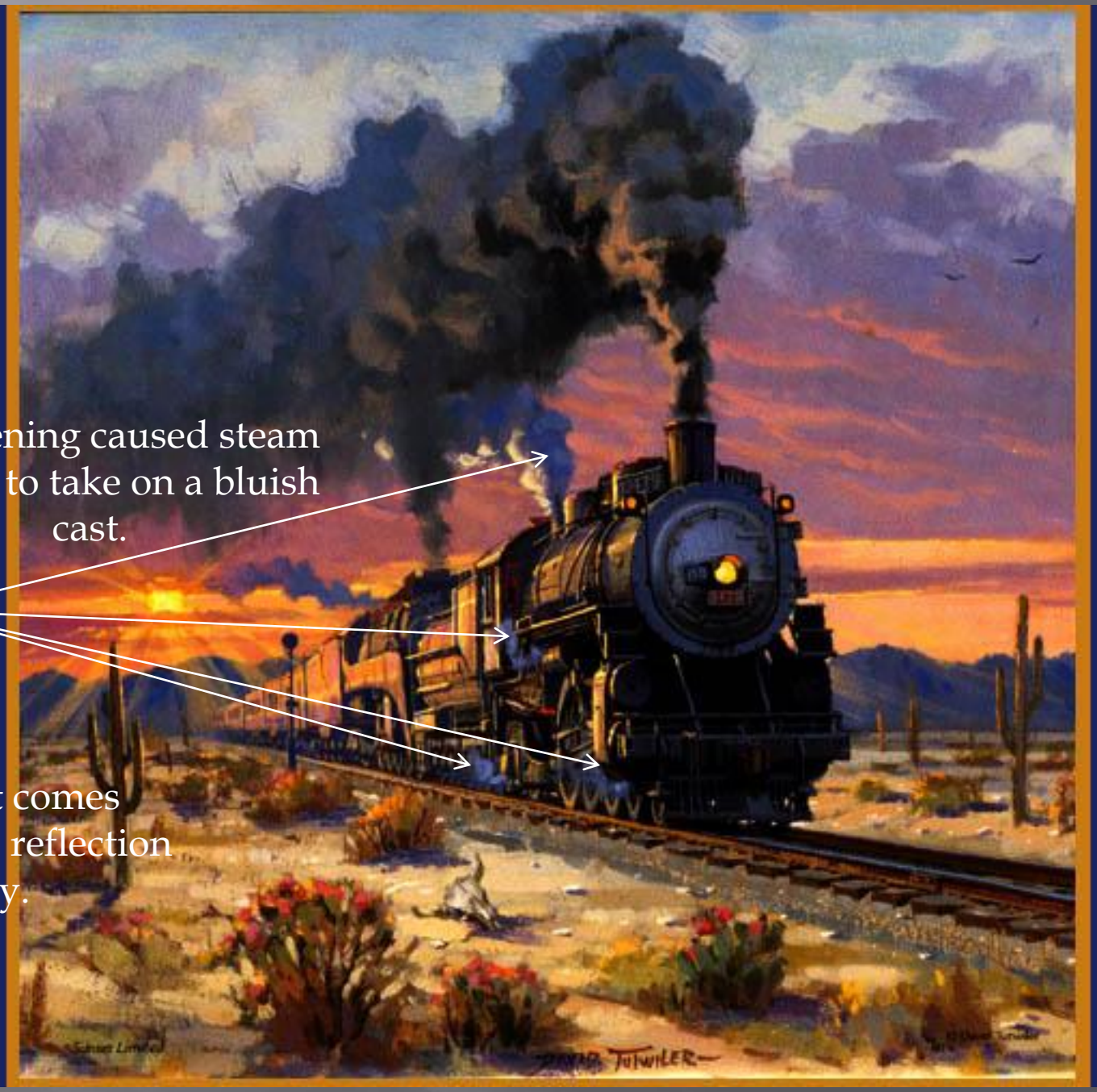
Sunrise Special



A fast moving train pulling hard. Low smoke trailing because of its speed.


As the smoke trails off is becomes fuzzier, blurred and lighter.

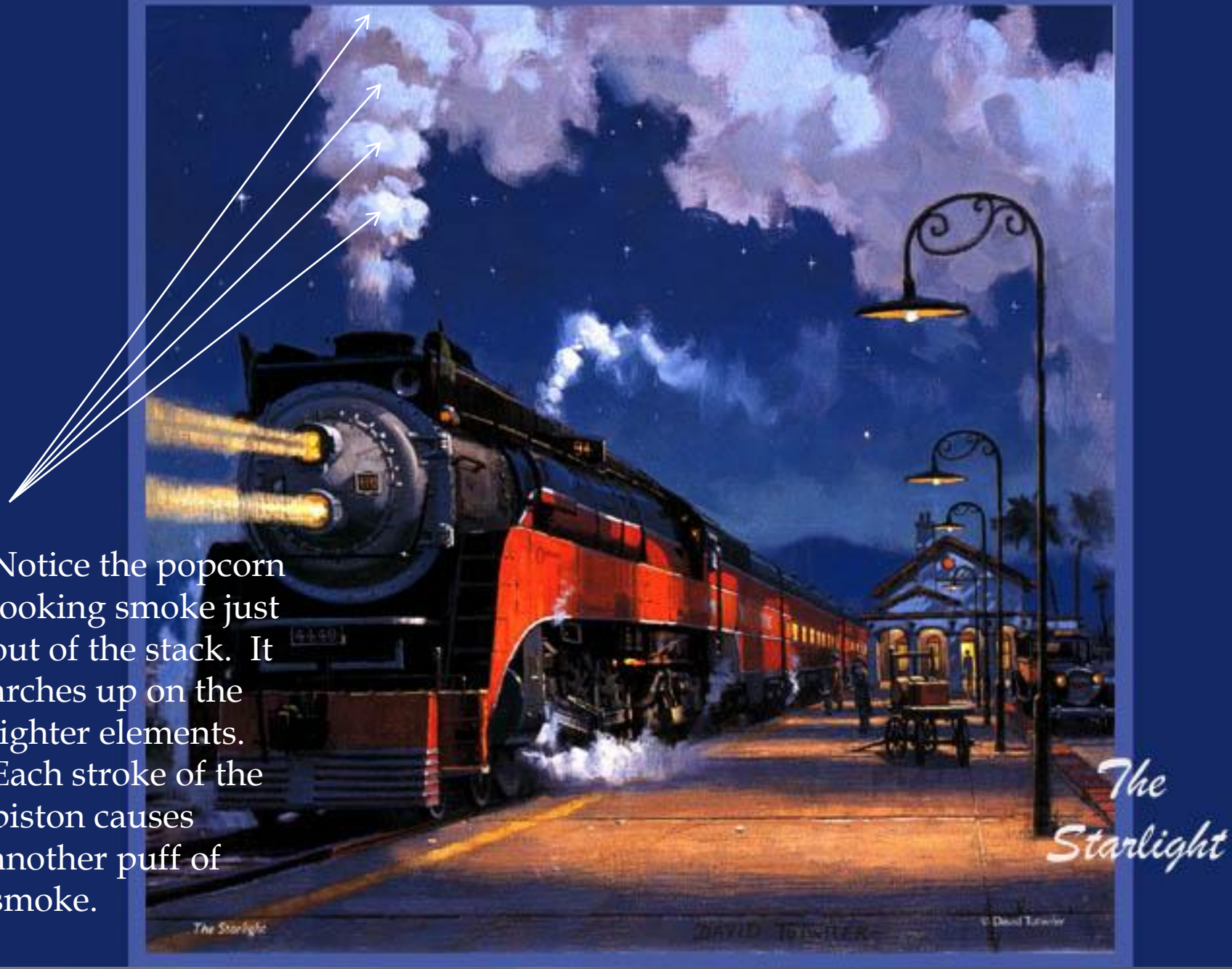

This engine is hard pulling and the plumb is much higher. Also, note the steam just behind the stack --- this is the whistle being blown. Steam straight up and strong.
Steam in the Rockies



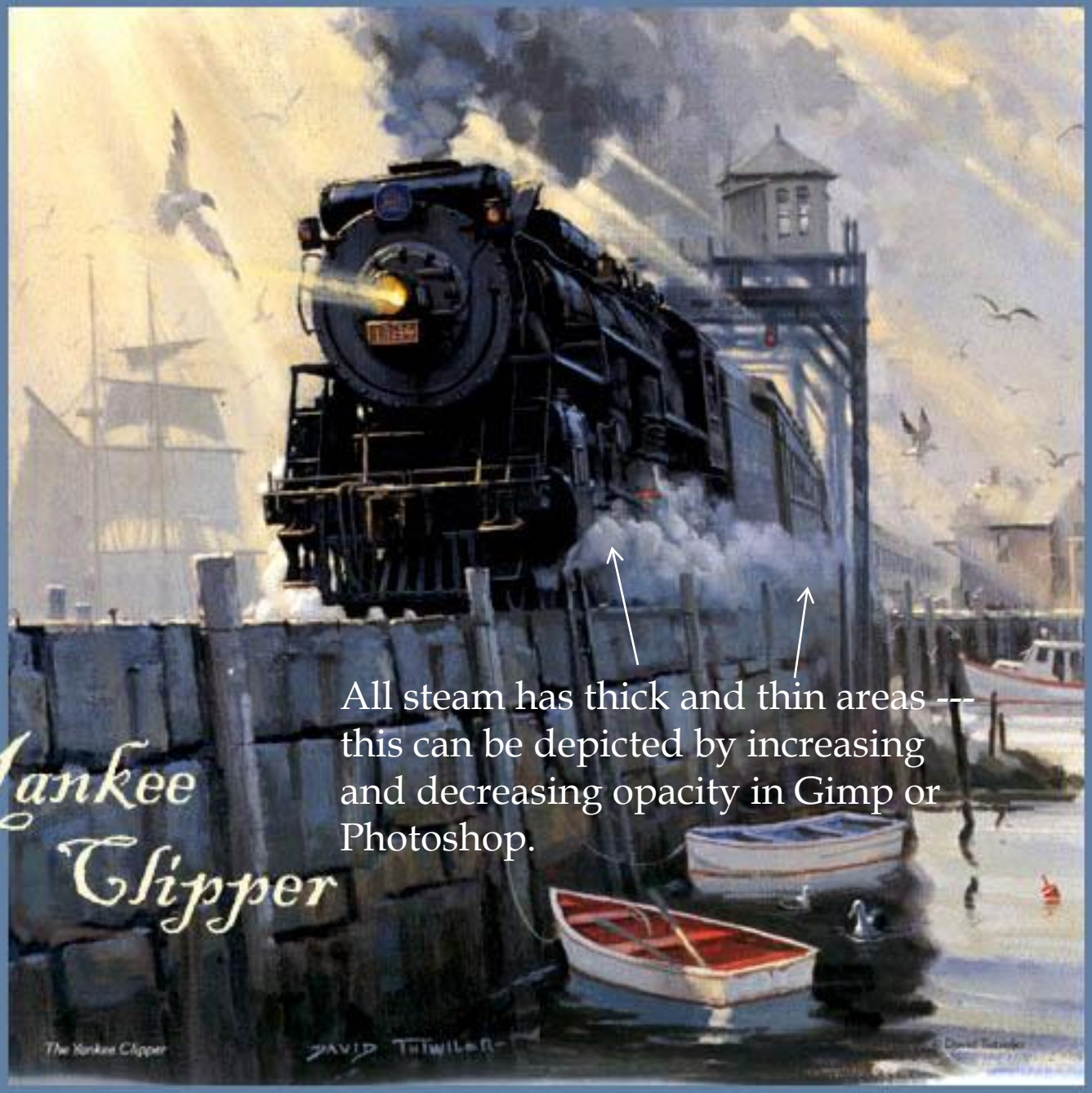
Late evening caused steam shadow to take on a bluish cast.

This cast comes from the reflection of the sky.

Sunset Limited

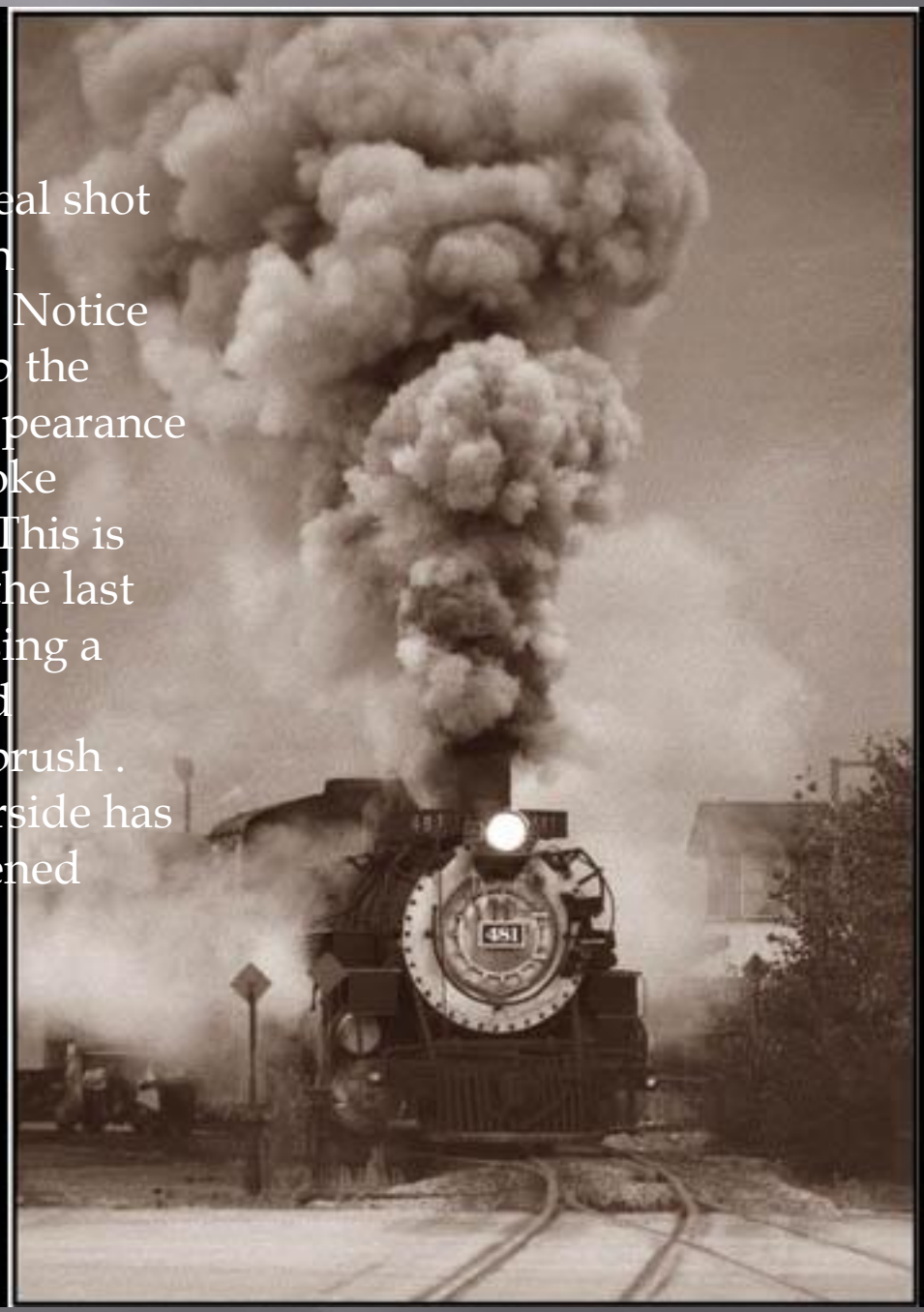


Notice the popcorn looking smoke just out of the stack. It arches up on the lighter elements. Each stroke of the piston causes another puff of smoke.



In this painting, notice where and how much steam is coming from the piston area

This is a real shot of a K36 in Durango. Notice how sharp the boiling appearance of the smoke appears. This is added at the last step by using a small hard software brush . The underside has to be softened however.



So, let's try to create a believable addition of smoke, steam and sky!

In your shot be sure to add people waving, hiking, swimming – doing something!

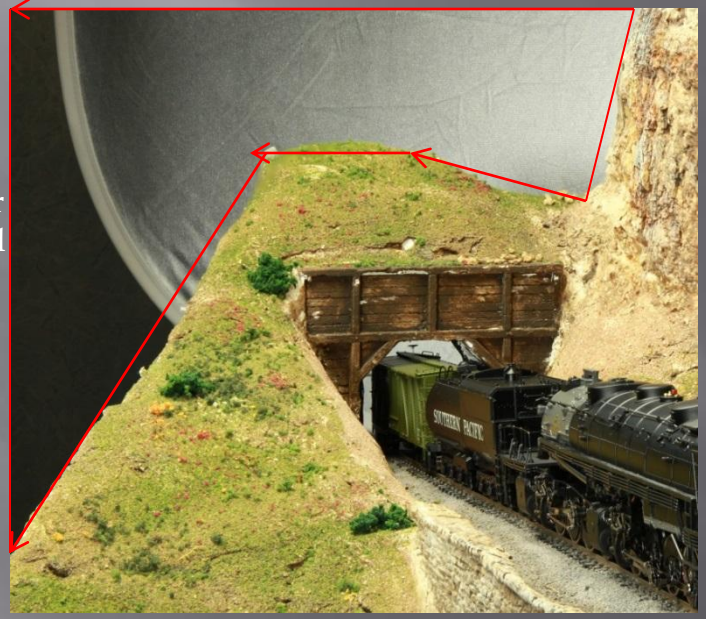
Handout for Part 4

SELECT AREA FOR SKY

- Gimp
  - (G)

1. Use Free Select Tool (F key)
2. Draw free hand the periphery of the area including the reflector and black background
3. The dotted line or "marching ants" will disappear when you complete the circle

You have now selected the area for the sky.



- Photoshop (PS)

1. Duplicate the background layer by Typing CRT+J
2. Using the Magic Wand in a small brush, outline the area excluding the terrain.

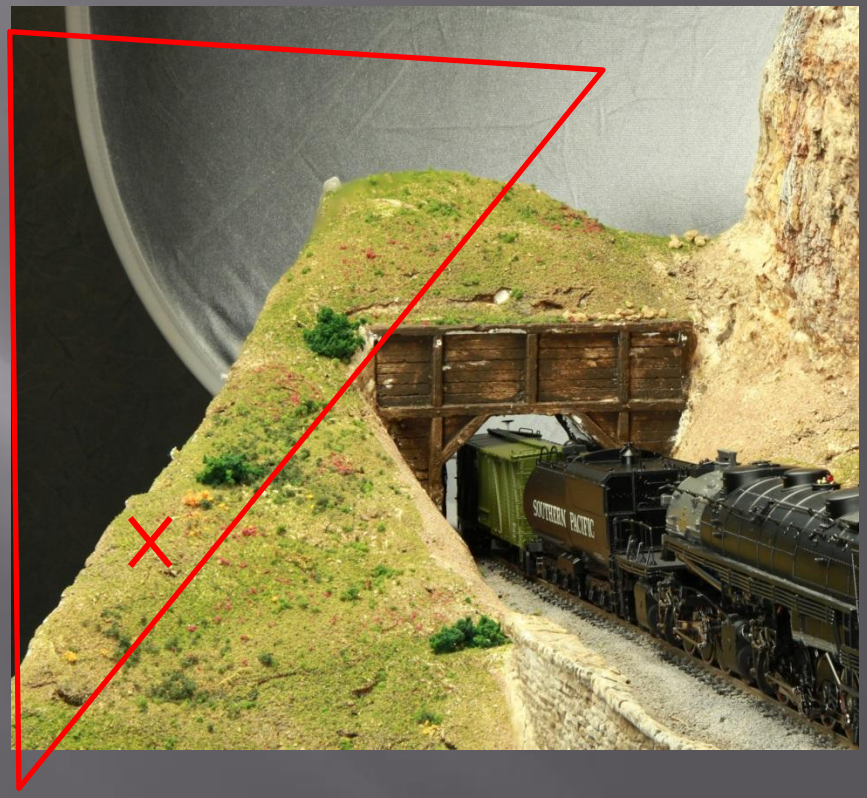
You have now selected the area for the sky.

1. Now select the sky image, and drag it into a new window (File New) in both programs.
2. With your cursor on the sky image, copy it by using keyboard shortcut: CRL + C.
3. Then select the RR image, then EDIT, then in Gimp (paste into); in PS (Paste Special> Paste Into). Voila, the image of the sky will appear behind the terrain (see page 3 of the handout).

Cloning the Terrain

GIMP

1. Using the Free Select tool again (F key), draw a general area around the terrain which falls off on the left side of the image. It doesn't have to be exact.
2. Type C to select the Clone Tool (the brush size and other attributes can be adjusted by double clicking on the Clone tool icon).
3. Make sure the opacity is 100% and desired brush size is correct (see 2 above).
4. Now place the tool symbol in an area close to the X and hold down the Ctrl key while clicking I n this area. This designates the spot as your clone source
5. Start filling in the terrain in the area where terrain is missing by holding down the left mouse button and moving over that area. The terrain will be duplicated (see the next page for results).
6. Go back after fill is complete and check for duplicate patterns of rocks and bushes. The eye picks out these patterns easily if not eliminated by recloning these areas.



PS is very similar except that the cloning area has to be done on a duplicate background layer (CRT+J) selected. You do not need to select the area inside the red circle above --- just put the cloning tool on the X, then holding down the ALT key while left clicking to designate that area as your cloning source. Move to the area without terrain, hold down the left mouse button and paint over the area you want to replace with the selected clone source area. The terrain will appear as your move the mouse.

Adding First Layer of Smoke

Terrain added and sky added

PS: add a new layer and using the paint brush at 30% lay down black with thicker areas at the bottom of the smoke plumb and puffs.

Gimp: On a new layer

1. Using the selections tool, create one selection generously including tender, tunnel, terrain, sky, rock face and area of engine around smoke stack.
2. Using the paint brush or spray gun tools, select black and opacity of around 30%. Start at the stack and create an area that looks like a smokey patch.
3. Lay the smoke down so that the thicker smoke is at the bottom and lighter opaque areas are at the top.

4. To get that darker area, which is the shadow at the bottom of the smoke puffs, make more passes with the brush where you want the smoke the thickest (least opaqueness).

Adding Second Layer of Smoke

Gimp: Create Layer 2

1. Using the same 30% opacity setting, select a dark gray color to start laying down areas where the smoke has dissipated, thinned and is reflecting more sunlight.
2. These gray areas should be concentrated above the puffs and in area where the smoke has thinned.
3. Leave some completely black areas and other areas opaque gray.
4. This layer should arch up whereas the black layer was arched downward.
5. If the layer does not look the way you want, delete it and create a new layer and try again.

PS: Create another layer using Layer>new Layer and repeat the steps for the first layer.

Adding the Third Layer of Smoke

Gimp: Create a new layer

1. Select a lighter color of gray.
2. Laydown a 3rd layer of smoke using the 30% or lower level of opacity.
3. This layer should add highlights to the already laid down 2nd layer of lighter smoke. These highlights only emphasize smaller areas of the lighter smoke.

PS: Create another layer using Layer>new Layer and repeat the steps for the first layer.

Adding the Last Layer of Smoke

Gimp: Create a new layer as before.

1. This layer will have the lightest shade of gray used so far. Select a gray that is very close to white but not white.
2. Decrease the size of your software brush to approximate the sizes of the small boiling parts of the smoke on the left.
3. Begin to lay them in and experiment with the placement and effect. If you do not like the results, delete the layer and start over. It will take practice.
4. Notice that I have also shadowed the terrain to the left of the tunnel. This depicts the effect of the smoke clouds producing shadow.
5. Use a low opacity and paint more heavily on the area you want the darkest.

Adding Steam

Gimp: Make a new layer

1. Using pure white as your color begin by using a very small brush approximately the size of the pipe directly behind the cab where the steam is emanating in the photo.
2. With your brush set at 30 % as in all the smoke work, start making repeated strokes from the pipe until you get a heavy laydown of color.
3. Next, move away from the pipe and laydown the "feathered" steam which breaks away from the main source. Lay it down fairly heavy in spots since steam has hot spots where it is concentrated.
4. Make your brush bigger now and fill in the area between what you have already laid down.
5. As always, if you don't like the results, delete it and start over.
6. Now move to the pistons and use the same technique.

Comparison

BEFORE

AFTER

Photography and Art Work by
Roy Stockard

Track Scene by
Jerry Hoverson, MMR

Photography and Art Work by
Roy Stockard, CPP